CAPCOM®

# Viewtiful Joe™

TEEN
T
CONTENT RATED BY ESRB

**Warning:**
**Read Before Using Your PlayStation®2 Computer Entertainment System.**
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**Warning to Owners of Projection Televisions:**
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**Use of Unauthorized Product:**
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**Handling Your PlayStation 2 Format Disc:**
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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## A Special Message from CAPCOM

Thank you for selecting VIEWTIFUL JOE™ 2 for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.


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**VIEWTIFUL JOE™ SUPER SITE**

**WWW.VIEWTIFULJOE-2.COM**

**REGISTER ONLINE AT**

**WWW.CAPCOM.COM**

# GETTING STARTED

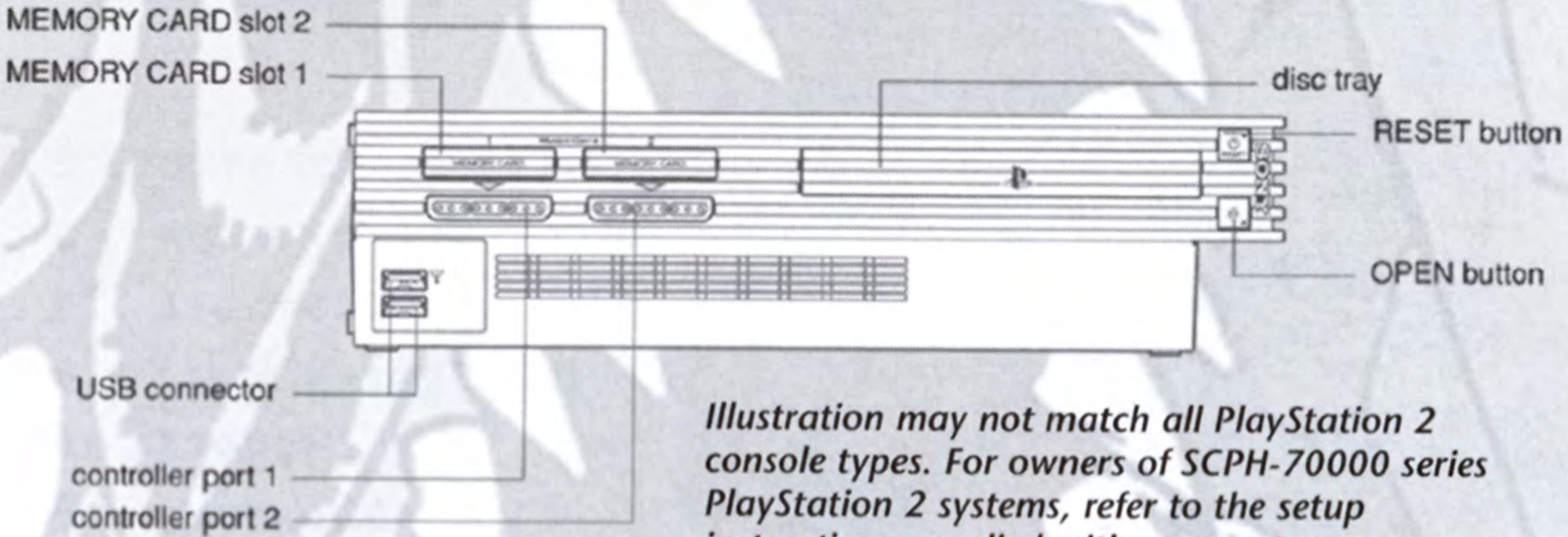



*Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

**Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.**

**When the power indicator lights up, press the OPEN button and the disc tray will open. Place the VIEWTIFUL JOE™ 2 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.**

**Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.**

## MEMORY CARD (8MB)(FOR PLAYSTATION®2)

**To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or slot 2 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card containing previously saved games. (See page 9 for more information on loading game data. See page 12 for more information on saving.)**

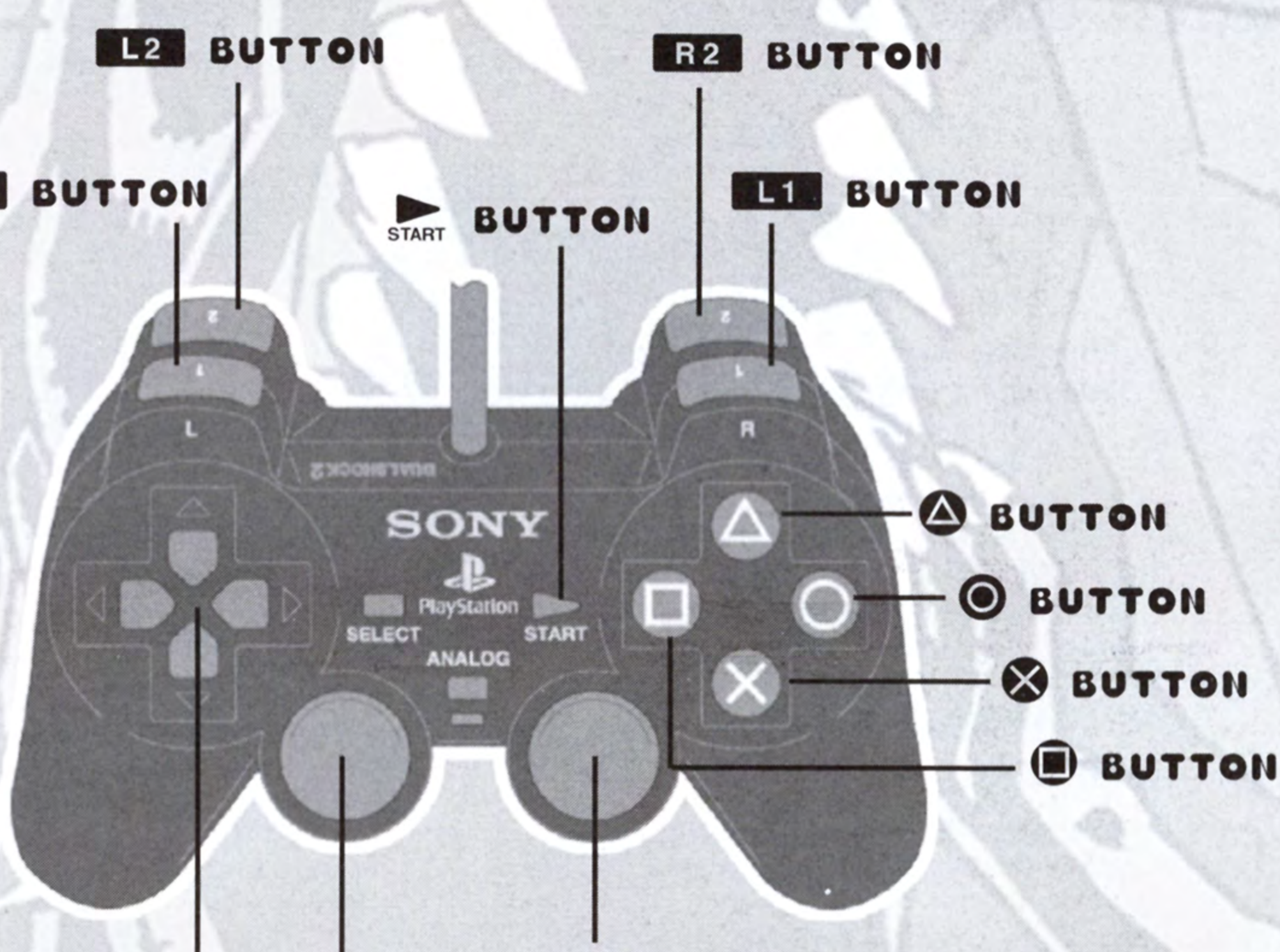
# STARTING UP

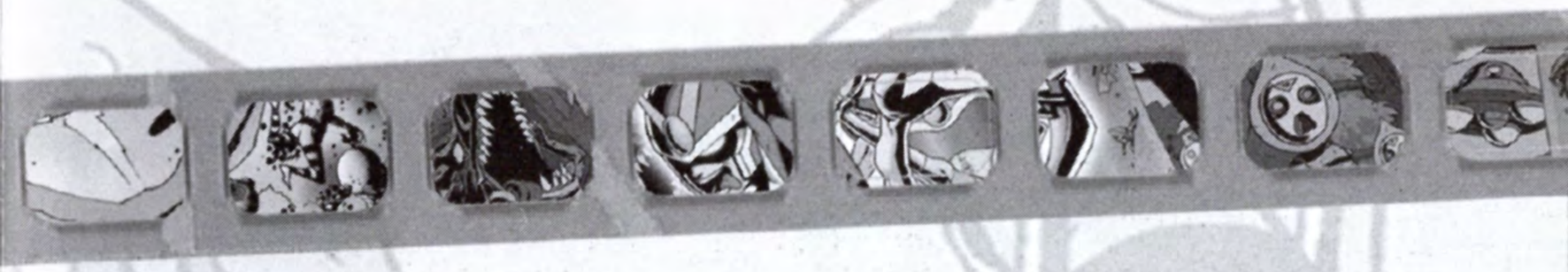
## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

**Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.**

- **You can change the default controls in the Options screen from the Main Menu.**
- **You can turn the controller's vibration function on/off in the Options screen.**

# CONTROLS


L2 BUTTON
R2 BUTTON
L1 BUTTON
START BUTTON
L1 BUTTON
SONY
PlayStation
SELECT
START
ANALOG
△ BUTTON
○ BUTTON
✕ BUTTON
□ BUTTON
DIRECTIONAL BUTTONS
LEFT ANALOG STICK
RIGHT ANALOG STICK



**You can change the controls from the Main Menu/Options Mode.**

## MENUS

| | |
|---|---|
| left analog stick | Highlight options |
| directional buttons | Same as left analog stick |
| ⊗ button | Confirm selection |
| △ button | Cancel selection |

## GAME ACTION

| | |
|---|---|
| left analog stick | Move Joe/Silvia |
| left analog stick ↑ / ↓ | High Dodge/Low Dodge |
| directional buttons | Same as left analog stick |
| L1 button | VFX Slow |
| R1 button | VFX Mach Speed/Replay |
| right analog stick | VFX Zoom |
| △ button | Kick |
| □ button | Punch |
| ⊗ button | Jump/Double-Jump when transformed* |
| R2 button | Viewtiful Touch (switch characters) |
| START button | Pause/Skip cutscenes |

* On certain platforms press the left analog stick ↓ + the ⊗ button to jump down.

# BIG SCREEN EVIL!

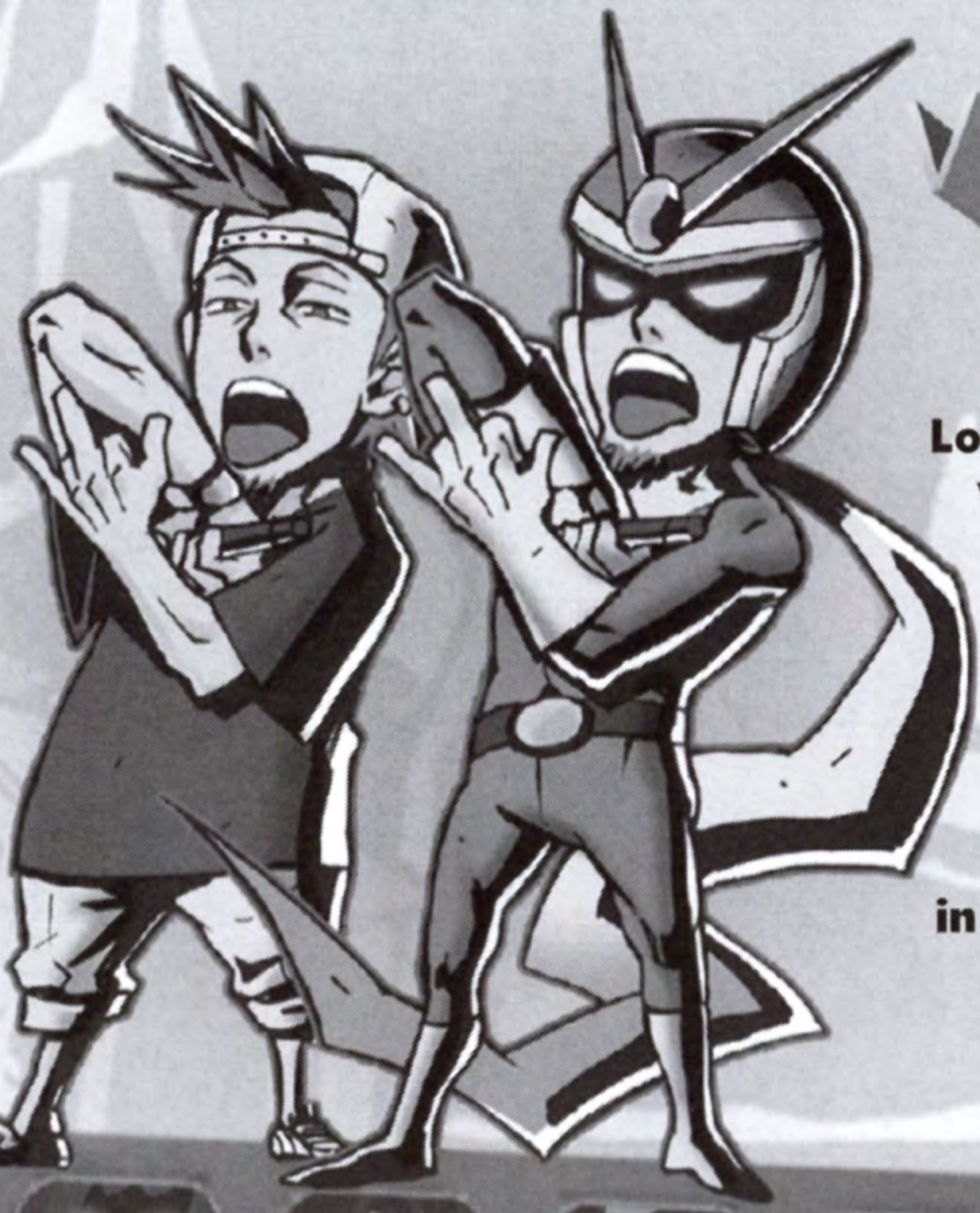
**The tyrannous organization Jadow had attacked the peaceful "Movieland."**

**The hope of all people seemed doomed in the grip of this overwhelmingly powerful evil army. But then one brave man took a stand, and pulverized the evil empire into oblivion!**

**However, that was not the end of evil. Another nightmare now looms. Earth is in danger once again!**

**Come back, Red Hero! If Joe can't do it, no one can!**

## HEROES

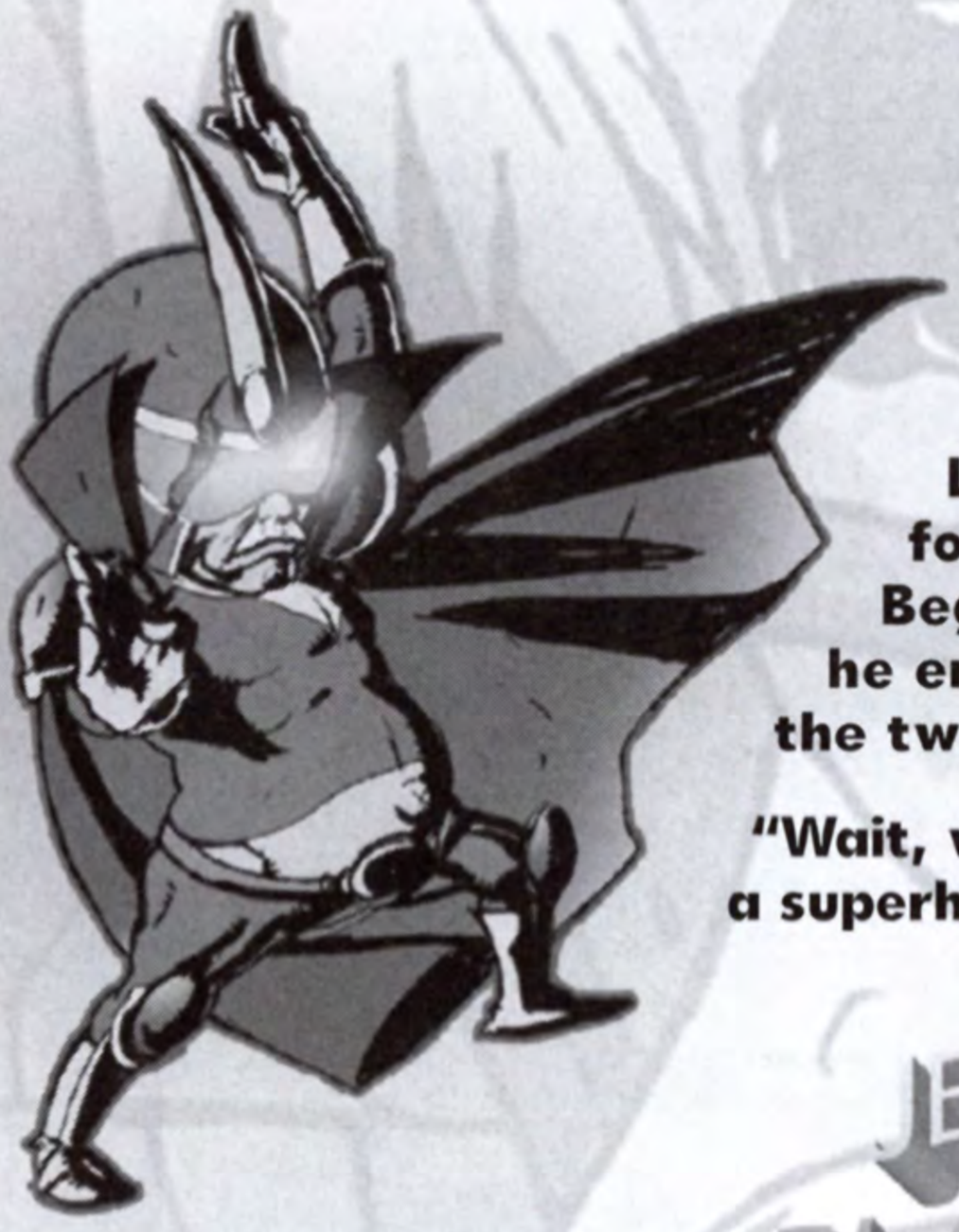


### VIEWTIFUL JOE

**Loves hero movies down to his very core! The Viewtifully passionate hero of this story solves problems with style and tenacity. Now he is about to come face to face with a new challenge, a new fight, but he seems to be laughing in the face of danger!**

## SEXY SILVIA

**Joe's girlfriend. Last time around she was held captive by the bad guys, but got fed up and said, "Ain't no way this heroine is just gonna sit around waitin' to be rescued." Managing to get her hands on a V-Watch, she's out there playing the hero, right alongside Joe! Hopefully she knows what she's getting herself into!**



## CAPTAIN BLUE

**Legendary superhero who has been the focus of Joe's adoration for many a year. Begged (or was it "threatened"?) by Silvia, he ended up giving her a V-Watch, and sends the two off to face danger once again.**

**"Wait, was she supposed to become a superhero too?"**

## JET BLACK

**Joe's father and old pal of the big Blue, this movie theater owner/ projector technician has a deep love for the art of cinema. He'll end up helping Joe and Silvia's cause from his side of the screen.**

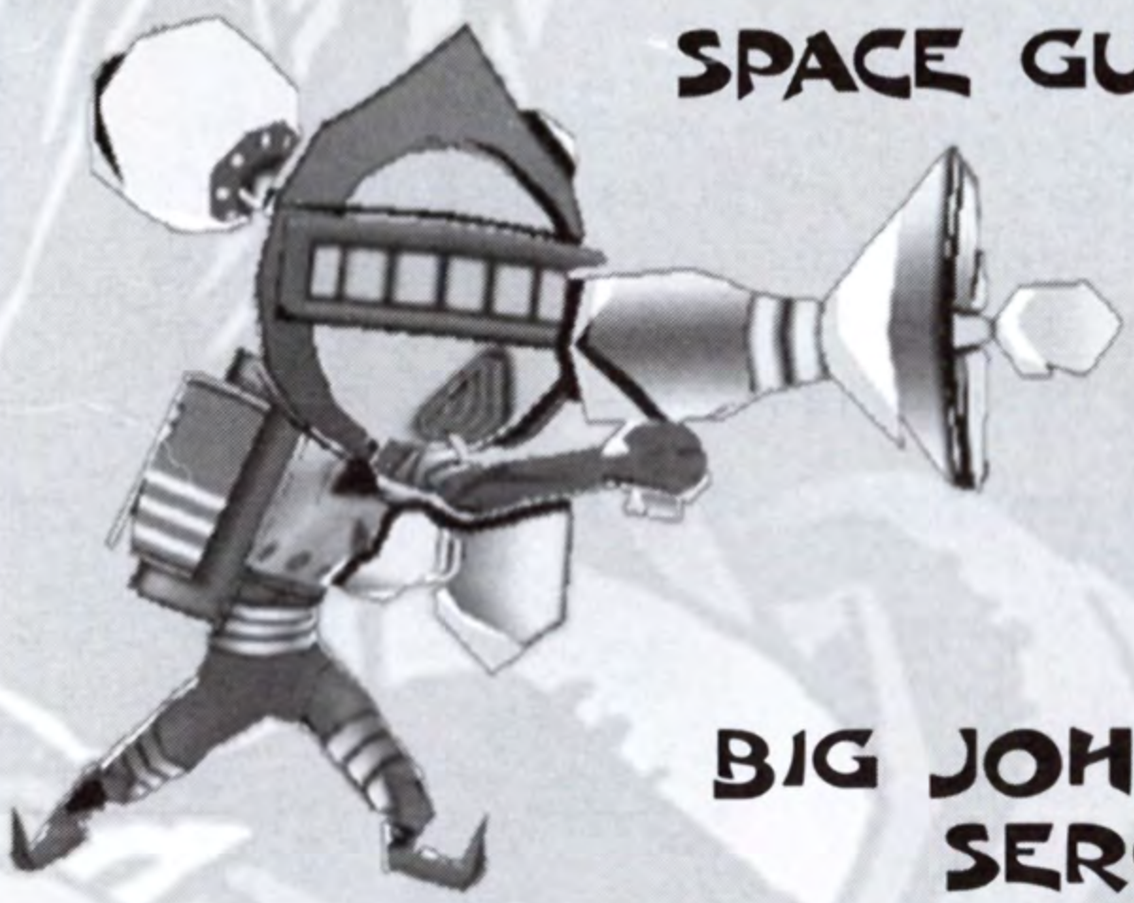
# VILLAINS

## FLAT – M3...

**...unofficially known as "Flaty," are regular soldiers of the alien Gedow Invasion Army sent in to Movieland as advance guards. They try their hardest day and night to blend in as residents of Movieland.**

## SLY – SLI...

**...souped-up versions of Flaty, these meanies have giant parts where their arms should be. With gravity control devices installed inside them, their smooth sliding attacks are a sight to behold!**



## SPACE GUNMAN BLAU – TOPO...

**...are hired gunmen sent in from an "outer space tough guy" job placement agency. Because they get paid based on how many heroes they stick it to, they can be pretty serious when trying to zap you with their laser beam guns.**

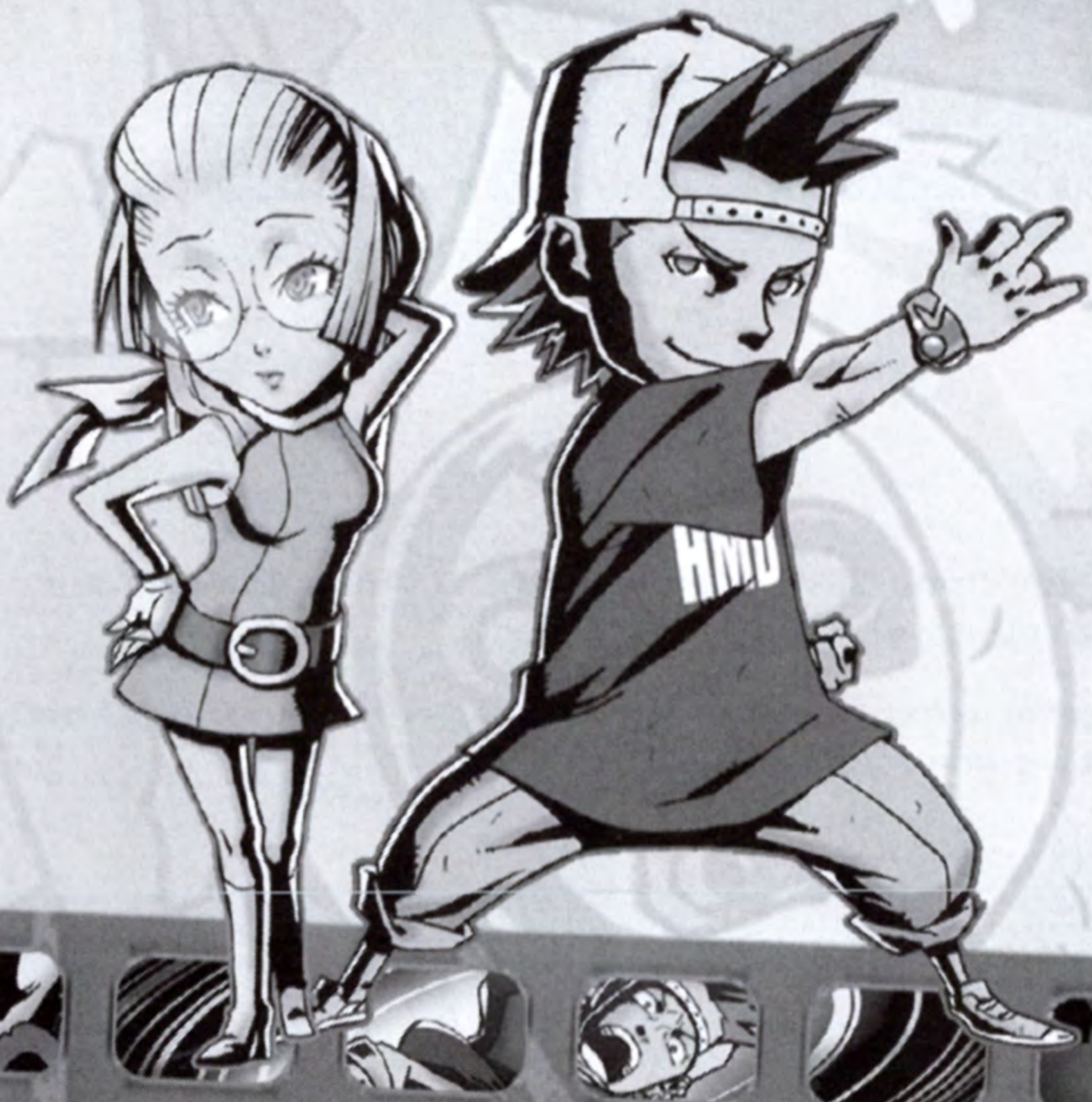
## BIG JOHN, DINOSAUR SERGEANT...

**...played the starring T Rex role in a bunch of dinosaur movies. He got duped into joining the Gedow Invasion Army where he now serves as a sergeant. Watch out for his body slams. When he gets into his role, he comes up with some pretty crazy attacks!**

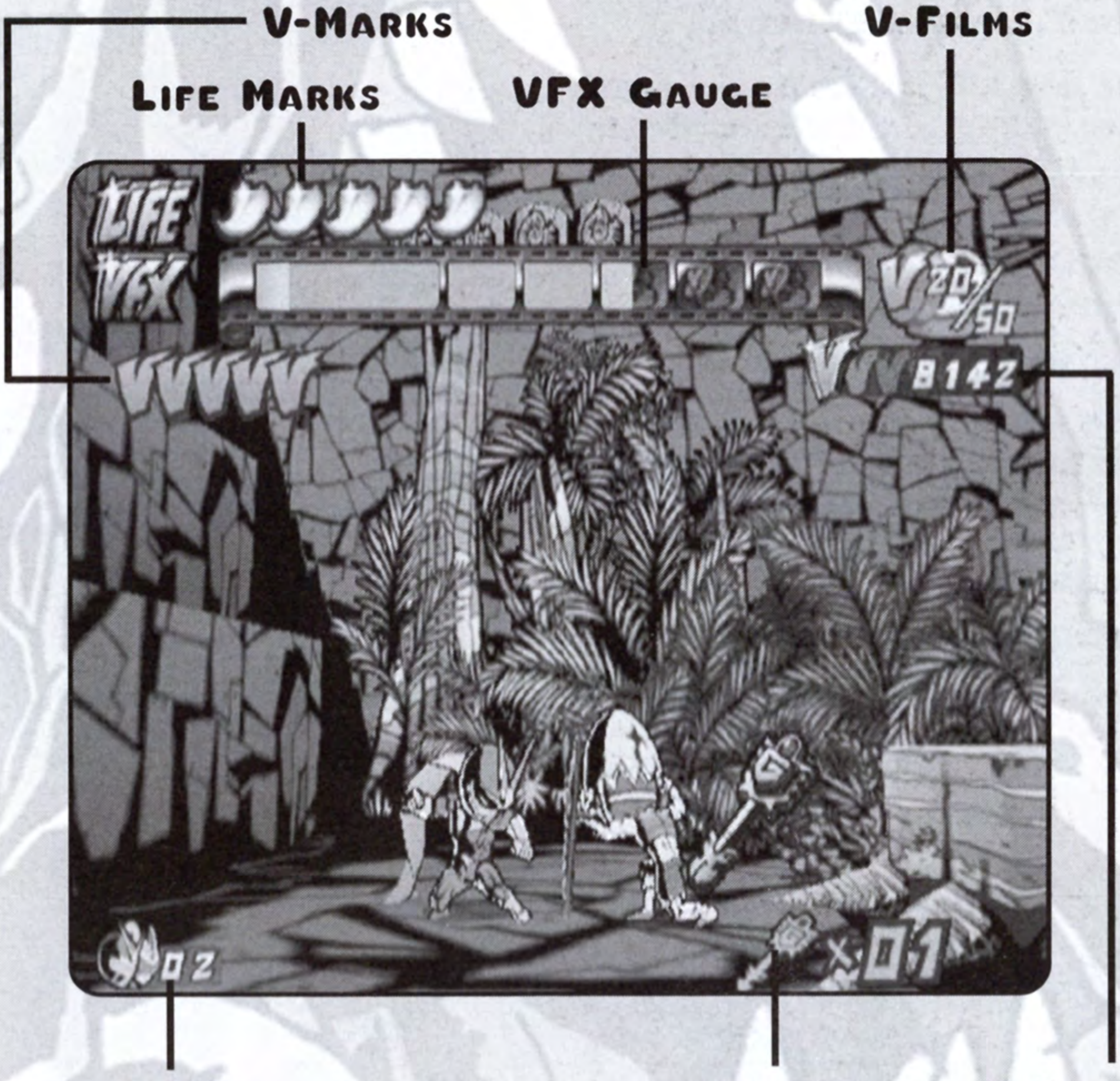
# MAIN MENU

**On the Main Menu, highlight your choice with the left analog stick or directional buttons and press the ⊗ button.**

- **GAME START – Start a new game. First off, choose a difficulty level:**
  - **KIDS – You're brand new to the game.**
  - **ADULTS – You already have some action under your belt.**
- **DATA LOAD – Load game data.**
  - **CONTINUE – From the Select Your Files screen, select a file to restart that game with all your progress intact from the point where you saved.**
- **OPTIONS – Adjust game settings.**



# GAME SCREEN




## SCREEN PROPS

- **LIFE MARKS – Joe's and Silvia's energy levels. When you run out of Life Marks, it counts as one life or "take."**
- **V-MARKS – Appear when you defeat enemies with any special attack. V-Marks are then converted to V-Points.**

- **VFX GAUGE – As long as this has energy, you can use your VFX Powers. If you completely run out of VFX energy, your hero returns to non-hero form and loses all use of VFX Powers until the gauge refills to the first bar and your hero transforms back. This gauge recharges automatically when you aren't using any VFX Powers.**

- **V-FILMS – Every time you collect 50 V-Films, your VFX Gauge max increases by one unit. (The gauge resets to its initial level at the end of each stage.)**

- **V-POINTS – Use these to purchase Power-Ups for Joe and Silvia on the Power-Up screen at the end of each stage.**

- **L.I.V. – Short for "Life Is Viewtiful." Shows how many "re-takes" (lives) you have left.**

- **TASK – Gives a hint about the task you must fulfill to finish the scene.**

## MORE SCREEN PROPS

- **ENEMIES – Defeat enemy characters to win V-Medals that you can then use to purchase Power-Ups. You also get V-Marks based on how Viewtifully you dispatch the opposition. You can even win Bonus Points!**

- **ITEMS – Pulverizing objects and enemies causes valuable items to appear spontaneously. Find out how these can save your bacon! Some of them are:**
  - **CHEESEBURGER – Restores one Life Mark.**
  - **BLUE BOTTLE – Pumps up VFX Power a bit.**
  - **RED BOTTLE – Makes VFX Power infinite – while it lasts!**
  - **CONTROLLER – Makes all enemies dizzy for awhile.**

- **BOSS LIFE GAUGE – Appears during a Boss fight to monitor the Boss's remaining health. When all the markers disappear, the Boss is finished!**

# ABOUT THE GAME

- **GAME MISSIONS** – As the hero, your mission is to fight the movie villains and solve various riddles and puzzles that stand in your way.

- **GO FOR IT!** – Each stage has a number of tasks you must complete in order to proceed. These tasks can be anything from punching out a certain bully to finding hidden loot.

- **RESULT** – When you finish a task, you get a scene score or ranking. You might even get Bonus Points if your performance was up to snuff. The faster you complete tasks, take out enemies and clear the scene, the higher your Bonus Points will be. So get the lead out!

- **SAVE** – Save your game from the Break Time screen after completing stages. (You must have a memory card in MEMORY CARD slot 1 to save data. Each saved game requires 202KB of free space.)

- **POWER UP!** – During and after scenes there will be places where you can upgrade with Power-Ups. Use the V-Points you racked up to get better and even more Viewtiful Power-Ups!

- **GAME OVER** – Villains vanquished? Bad guys banished? Nobody left to fight and all your tasks complete? Then you win and the game ends! But the game also ends if you run out of "takes." When the Game Over screen appears, you can either retry the same game, save it and start another game, or quit.

# JOE GOES!

## BASIC ACTIONS

**Use these to get through all the high and low places...**

**RUN – Use the left analog stick or directional buttons to criss-cross the scene at a sprint!**

**JUMP – Press the ⊗ button to jump. Want a higher jump? Hold down the button longer.**

**DOUBLE-JUMP – You can do this while transformed. Just press the ⊗ button twice for a Viewtiful two-level jump.**

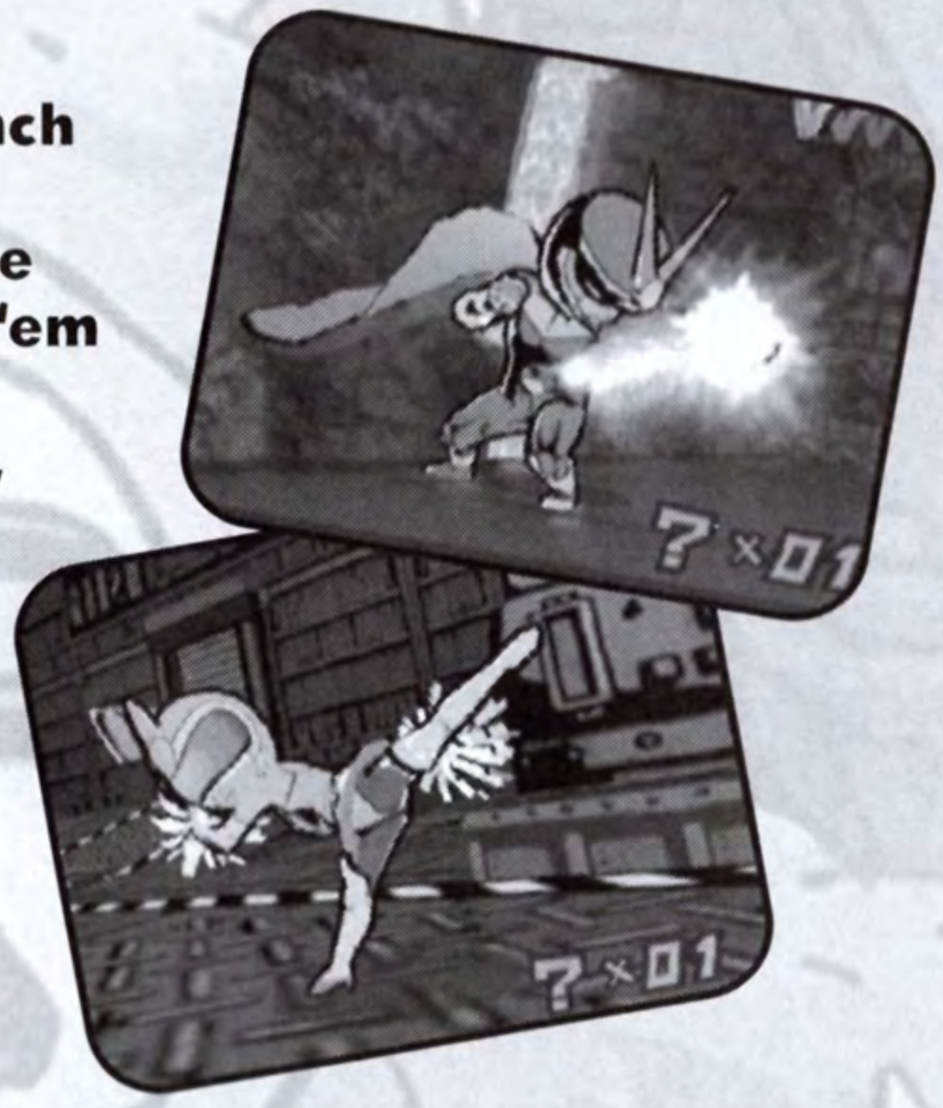
**JUMP DOWN – In some places, such as on thin platforms, you can press the left analog stick or directional buttons ↓ + the ⊗ button to jump down!**

## ATTACKS

**These will get you started pulverizing villains like a real action hero!**

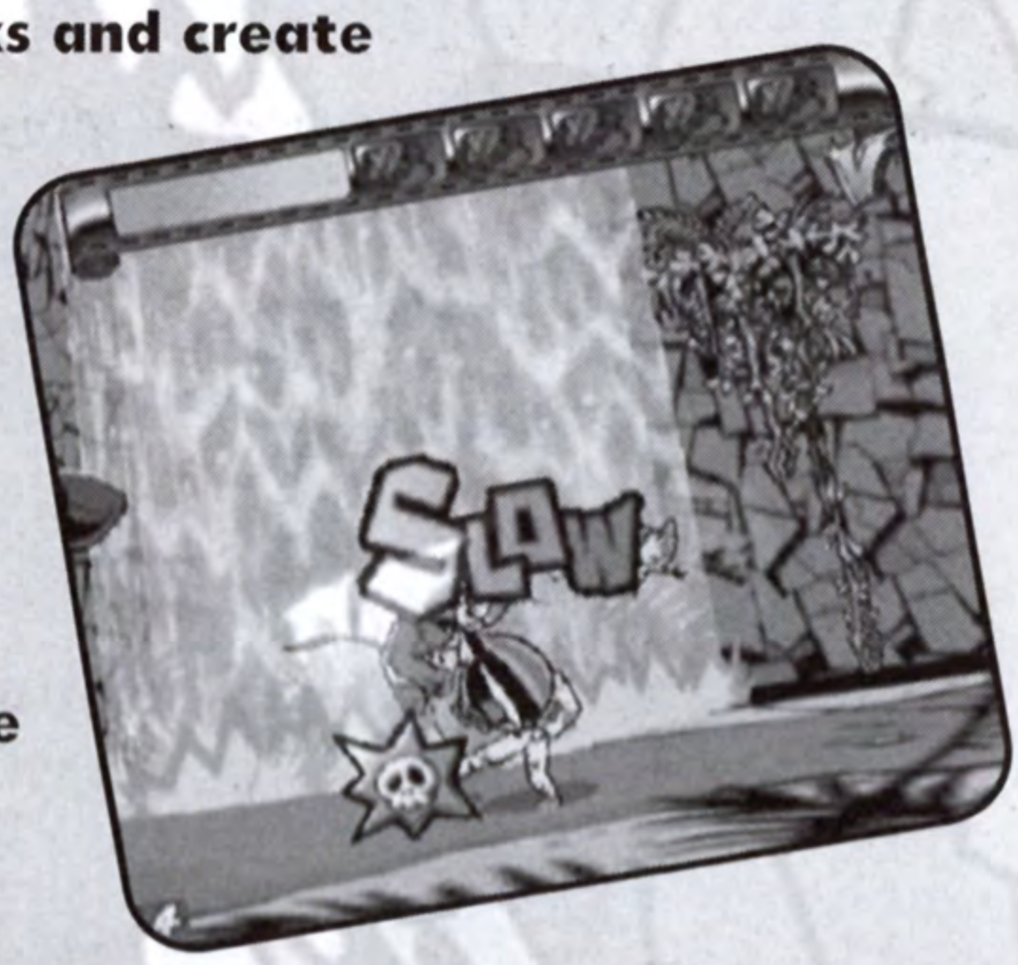
**PUNCH – Press the ■ button to punch straight on while standing or in midair, or to do an uppercut while crouching. A midair punch sends 'em crashing to the ground, while a crouching uppercut sends 'em up, up and away!**

**KICK – Press the △ button to kick straight on while standing, in midair, or crouching. Power-up for a red-hot kick!**



## DODGES

**Dodging allows you to avoid enemy attacks and create openings to deal some major damage!**




- **When villains miss an attack, they get dizzy and are left wide open for a knuckle sandwich!**

**HIGH DODGE** – A short hop can avoid an enemy's low attack. Make their heads spin!

**LOW DODGE** – Duck down to evade an enemy's high attack.

## SIX MACHINE

### SIX DRILL

**Six Machine's earth-drilling form. Its huge drill lets it dig holes with immense power. Plus, with jet propulsion, it moves along so fast you'd swear it was flying! Zoom in to bust up even the toughest ice!**

### SIX DOLPHIN

**Submarine form of Six Machine, capable of firing torpedoes forward and detonation charges behind. This tough cookie can dive up to a depth of 666 miles underwater!**

# VIEWTIFUL TOUCH

**Switch between Joe and Silvia at will with Viewtiful Touch. Press the R2 button to change out characters. It's your job to cast the right hero for each scene, and switch out heroes with the touch of a button. You might even be able to charge up for explosive special Combo moves!**

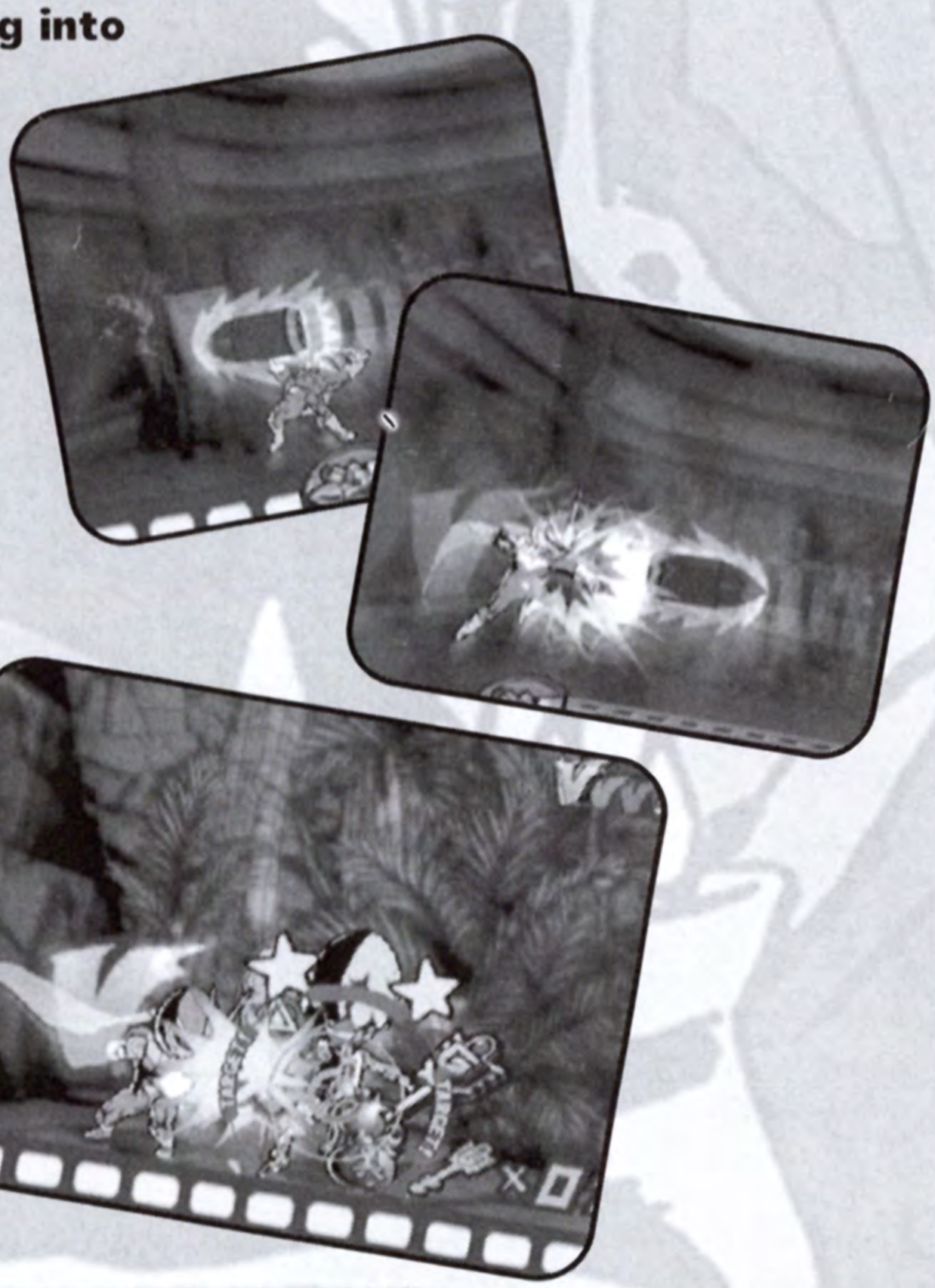
- **Switch out anytime! If Joe needs a rest... Silvia hops in and tags Joe out!**
- **You've gotta know when to switch... If Joe can't reach a switch, bring Silvia in and give her a shot!**
- **If things get too hot for Silvia... bring Joe in to prove he's a real hottie!**
- **Build up the gauge for a Combo attack! Hold down the button to build up the gauge...then switch for explosive tag-team attacks!**

# VFX RULES!

**Not one, not two, not three, but FOUR kinds of VFX Power make Joe and Silvia the toughest, most Viewtiful action heroes to grace the big screen!**

## VFX POWER 1
## L1 BUTTON
## SLOW
## FOR JOE & SILVIA

**Power-down the action to slow down everything on screen and dodge all attacks in SLOW-mo with Viewtiful grace! Your attack power will go up, and if you use SLOW while enemies are dizzy, you can send 'em flying into next week!**



- **Completely dodge attacks! Duck under bullets whizzing by with SLOW! You can even hit bullets back at the enemy!**

- **SLOW-mo attack boost! Even normal attacks pack more punch!**

VFX POWER 2

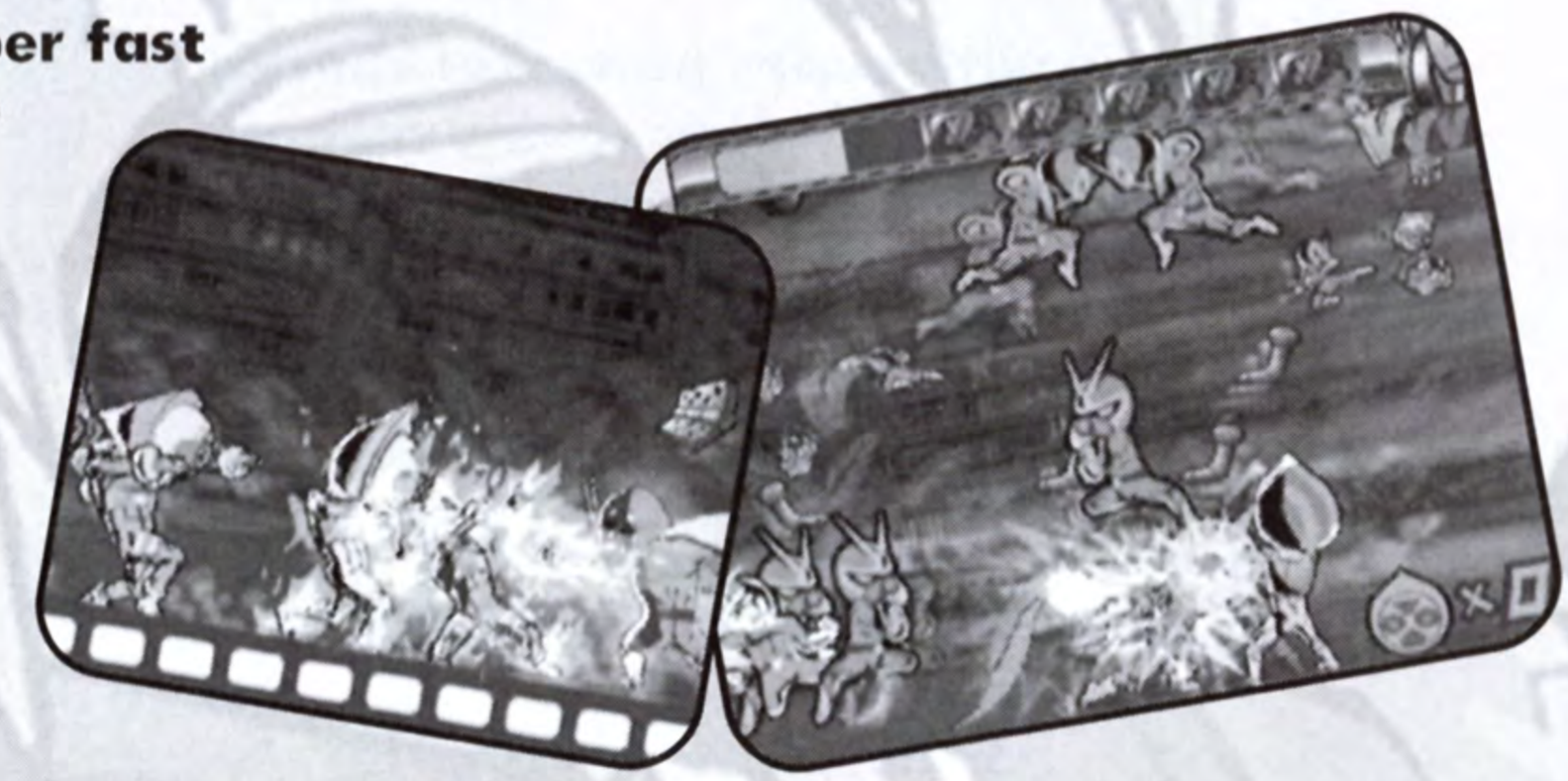
R1 BUTTON

# MACHSPEED

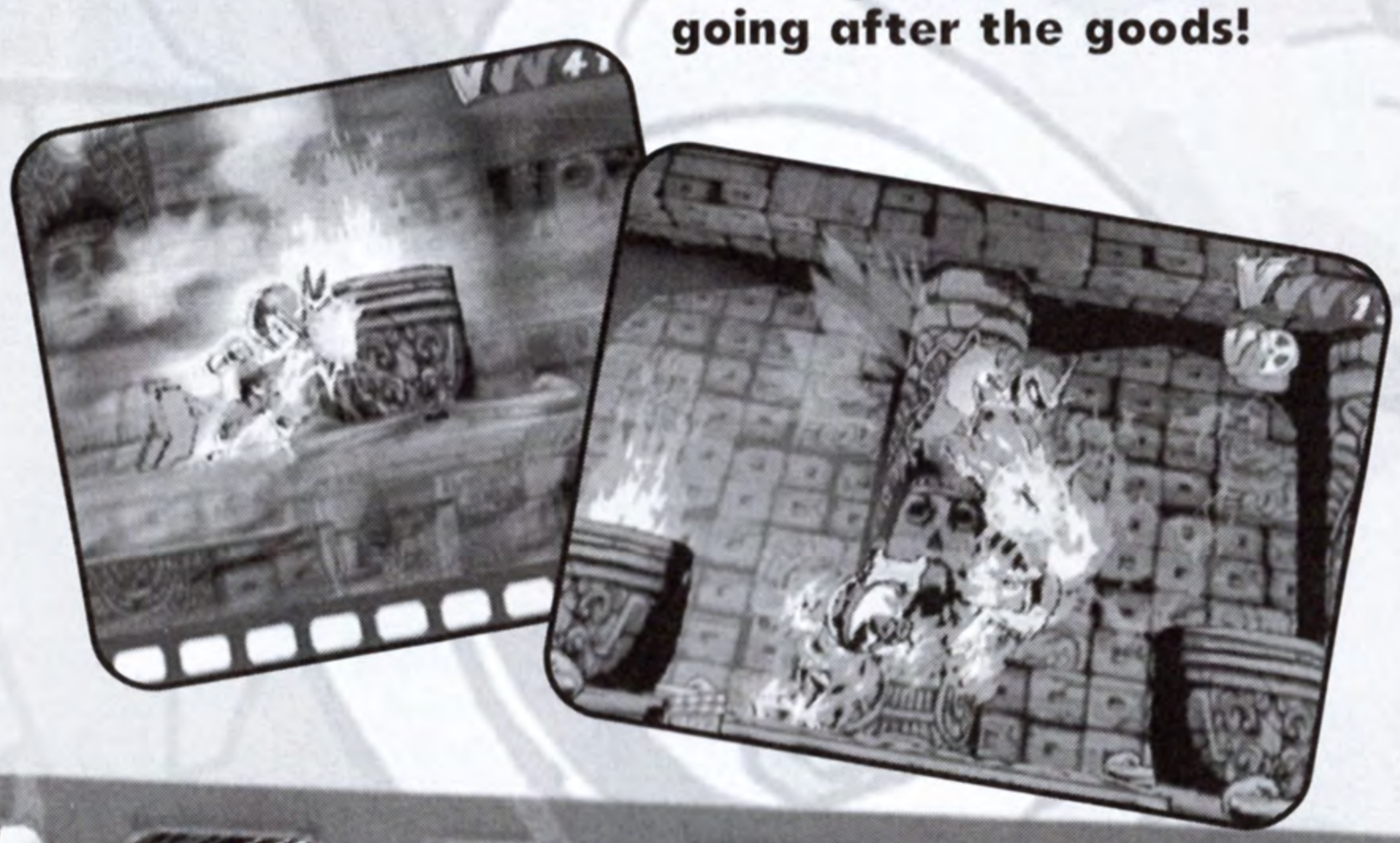
FOR JOE ONLY

**With his Mach Speed power, Joe pulls off red-hot moves at super-sonic speeds that catch on fire! You might even see Joe's body doubles delivering double and quadruple justice!**

- **Joe flies in super fast forward! Move at super-sonic speeds and stick it to the bad guys! With so much speed, you'll start seeing double!**



- **It's gettin' hot in here! Friction turns Joe into "Fire Joe"! When you're "on fire," fire attacks and obstacles are no sweat! Your body doubles don't waste time going after the goods!**



VFX POWER 3

# RIGHT ANALOG STICK

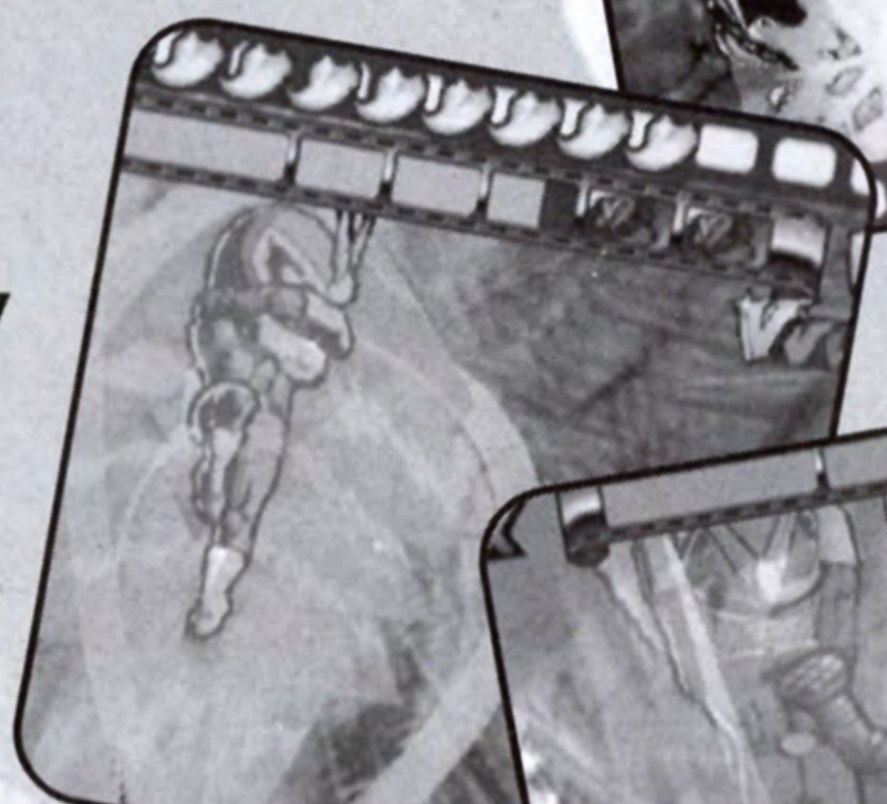
# ZOOM

FOR JOE & SILVIA

**Zoom in on super-hero action and pull off cool special moves while foes are frozen witnesses to your Viewtiful feats!**

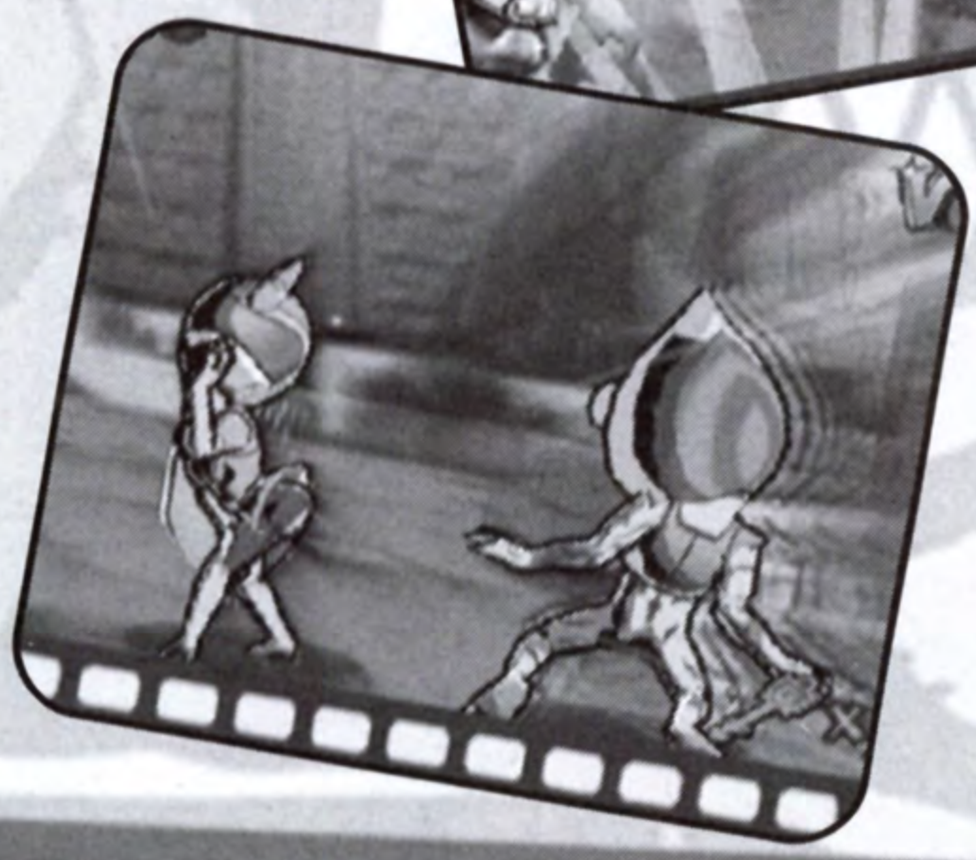
- **Attack with super powerful special attacks and machine-gun punches! Your spinning kick will send 'em flying!**

- **ZOOM while jumping for a crazy drill attack jump!**



- **ZOOM while coming down for some major stomping!**

- **Dumbfounded by your sheer bravery, enemies will be unable to move!**



VFX POWER 4

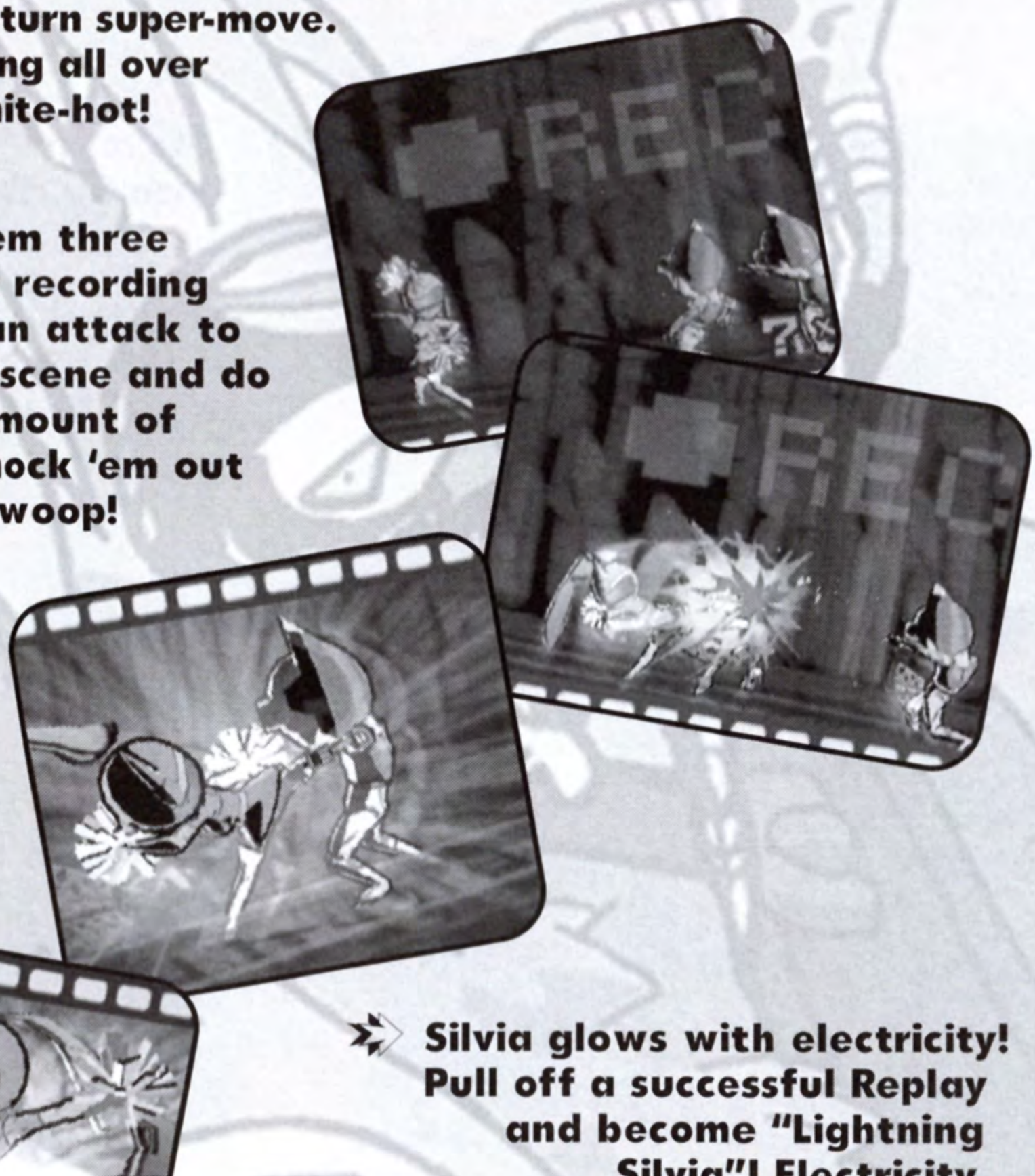
R1 BUTTON

# REPLAY

FOR SILVIA ONLY

**By replaying Silvia's last action, you can deal three times the damage, or if you're not careful, take three times the hits with this high-risk, high-return super-move. Check out the lightning all over the screen! You're white-hot!**

- **Stick it to 'em three times! Start recording and get in an attack to REPLAY the scene and do triple the amount of damage! Knock 'em out in one fell swoop!**



- **Silvia glows with electricity! Pull off a successful Replay and become "Lightning Silvia"! Electricity attacks and obstacles are no shock for Lightning Silvia!**

# VIEWTIFUL COMBOS & X-BONUS

**Earn V-Marks by defeating enemies with Viewtiful Combos. These V-Marks are then converted into V-Medals, or V-Points, which you can turn around and use to purchase power-ups. Use SLOW to up the ante and get a Double-Up Point Bonus.**

- **Make an enemy dizzy and go into SLOW for a target-lock!**
- **Stick it to your locked-on target to really teach 'em a lesson!**
- **Stay in SLOW to get target locks on other on-screen enemies!**
- **For every locked-on enemy attacked, your V-Marks increase by leaps and bounds!**
- **Dodge an enemy's attack to make him dizzy, then sock it to 'em for some V-Marks!**
- **Use VFX Powers for more V-Marks!**
- **Rack up more V-Marks and convert them into V-Medals!**

# TIPS FROM THE TOP

## ENEMIES TOO TOUGH?

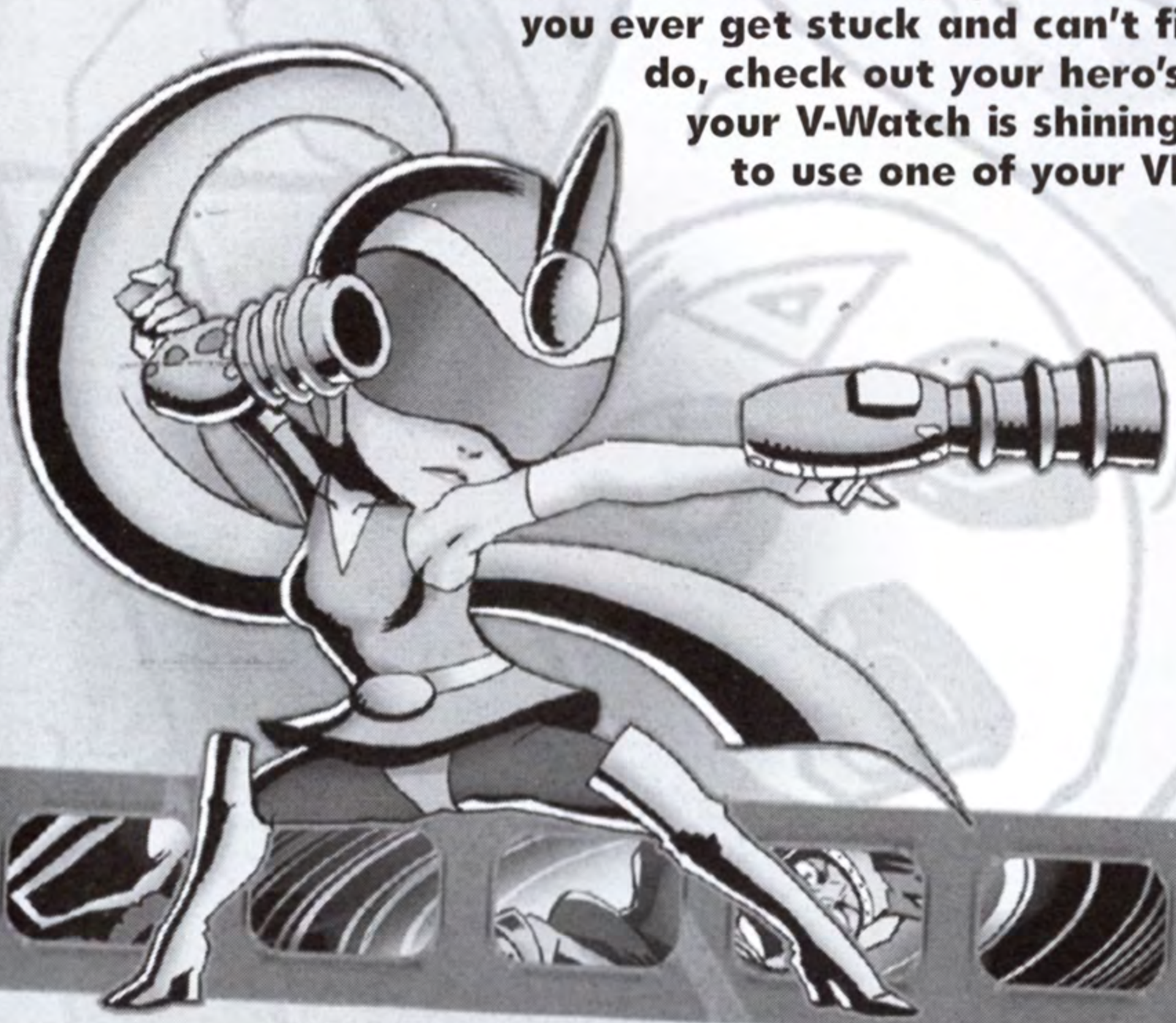
**There are plenty of low-level enemies to practice your Viewtiful moves on, but along the way you'll find enemies that can block your attacks or shoot bullets at the speed of light. When normal attacks are too weak, it's time to bring out the VFX Powers! Use SLOW to observe the enemy's moves and watch for the perfect opening for an attack. When in doubt, VFX Power it out!**

## POINTS TOO HARD TO GET?

**It's hard to collect V-Medals, the true symbol of heroic deeds, just by punching and kicking enemies. Observe their movements and dodge their attacks with Viewtiful grace to render them dizzy and wide open to attack. That's your big chance rack up the V-Marks! And of course, don't forget the VFX Powers...**

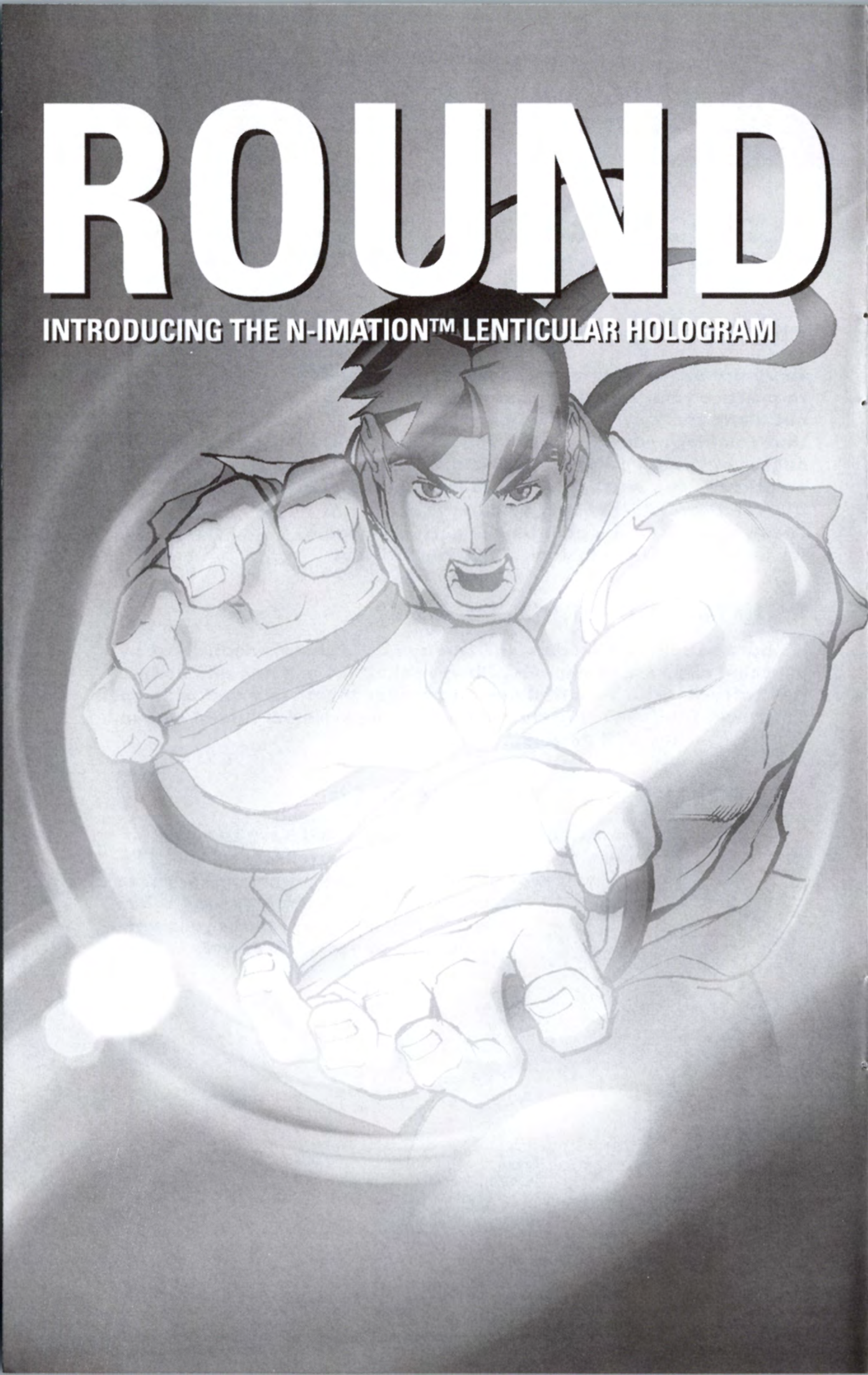
## TRICKS GOT YOU TRAPPED?

**In order to get through scenes, you'll have to solve puzzles and traps using your intellect and skills. If you ever get stuck and can't figure out what to do, check out your hero's right arm! When your V-Watch is shining, that's your signal to use one of your VFX Powers.**



# ROUND

## INTRODUCING THE N-IMATION™ LENTICULAR HOLOGRAM



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- Complete Rundown of Enemies and Bosses, Along With Foolproof Tactics for Defeating Them.
- Detailed Coverage of the New "Replay" VFX Power and How to Achieve a Viewtiful Ranking Every Time!
- Puzzle Solutions and Game Secrets!

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Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

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